

United States Marine Corps



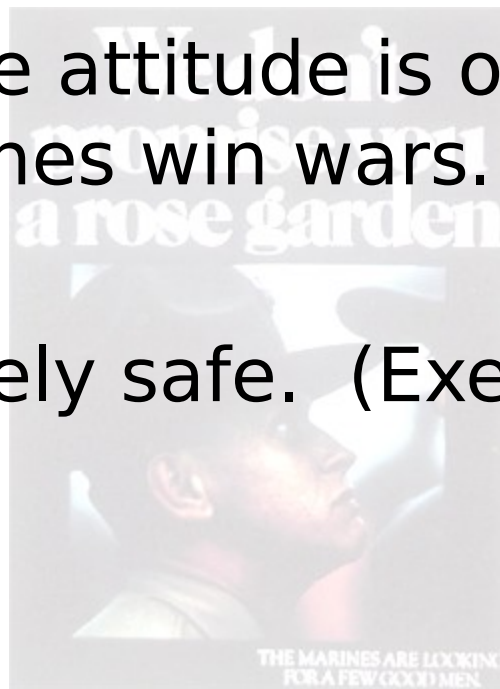
Infantry Training Battalion (West) Safety Program

**Sgt Adams, Sgt Globis, Sgt Espinoza,
Sgt Brodrick, Cpl Powell, Sgt Betonie**



Caution, Not Fear!

- Don't breed the Marine out of the Marine!
- An aggressive attitude is one of the reasons Marines win wars.
- Be aggressively safe. (Exercise caution, not fear).





Flat “A” Rules (5-3-5)

- **Pre/Post Action**

- PCC/PCI
- Rehearsals
- Confirmation Briefs
- After Action Reviews
- Debriefs

- **Habits of Action**

- Guardian Angels
- Geometry of Fires
- Unity of Command

- **Habits of Thought**

- Sturdy Professionalism
- Make Yourself Hard to Kill
- No Better Friend, No Worse Enemy
- First, Do No Harm
- Be Vigilant, Be Aggressive



Tenets of Safety (5-3-5)

- **Pre/Post Action**

- ORM
- Safety/Libo Brief
- Checklists
- Have a plan
- Sanity Check

- **Habits of Action**

- Protection
- Execution
- Cooperation

- **Habits of Thought**

- Training
- Relative Safety
- Sound Judgment Game
- Consequences of Action
- Experience

T.H.I.N.K.

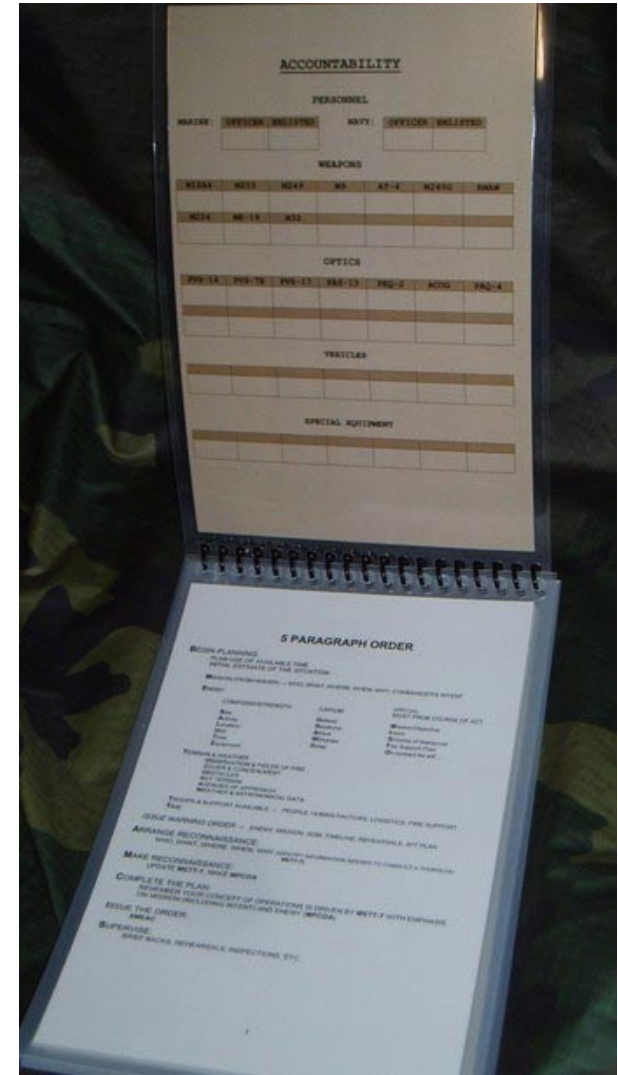
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Pre/Post Actions



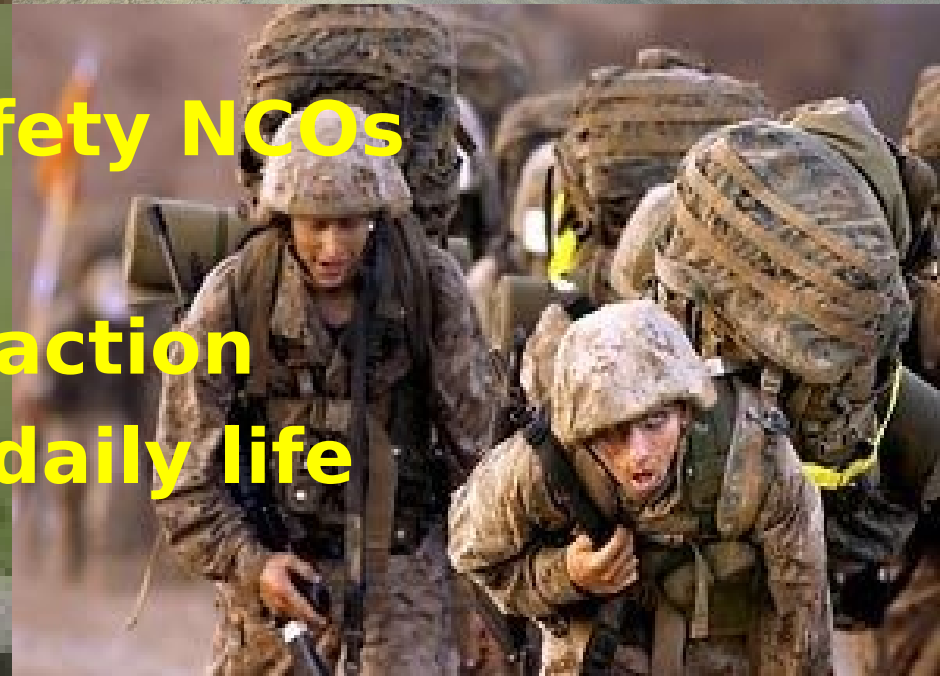
- **ORM**
- **Safety/Liberty Briefs**
- **Checklists**
- **Have a plan**
- **Sanity Check**



- **Pre/Post Action**
 - ORM
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Pre/Post Action Operational Risk Management

- **ORM Worksheet**
 - Implement the controls
 - Used for all training, not just ranges
 - Reviewed by safety NCOs
- **Individual ORM**
 - Is a continuous action
 - Informal use in daily life



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Pre/Post Actions

Safety/Liberty Briefs

- **Safety Briefs**

- **RSO**
- **PSO reinforcement**
- **Safety classes implemented into training schedule**

- **Liberty Briefs**

- **Given by small unit leaders**
- **Personal conduct (actions/consequences)**
- **Tactical Decision Game/Sound Judgment Games**

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Pre/Post Actions Checklists



- **Range Regulations**
- **POV/Motorcycle**
 - Checklists completed with check in/out and BITS
- **Travel Risk Planning Systems (TRiPS)**
- **Recreational safety**



- **Pre/Post Action**

- ORM
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Pre/Post Actions

Have a Plan



- **BAMCIS / T.H.I.N.K.**
- **Brief plan to leaders**
- ***Failing to plan is planning to fail!***



- **Pre/Post Action**

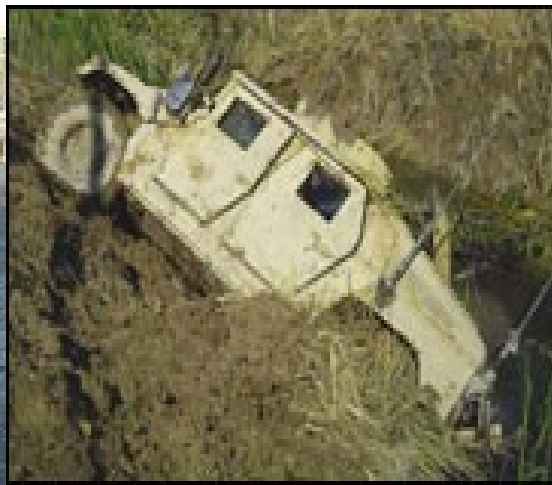
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Pre/Post Actions

Sanity Check



- **Rationalize the risk**
 - **Does the plan make sense to your buddies and your leadership?**
 - **Would YOU allow your Marines or family members to carry out your plan?**
- **Lessons Learned**



- **Habits of Action**
 - Protection
 - Execution
 - Cooperation



Habits of Action

- Protection
- Execution
- Cooperation



- **Habits of Action**

- Protection
- Execution
- Cooperation

Habits of Action

Protection

- Tactical PPE
- Motorcycle/vehicular PPE
- Vehicle first aid kit, spare tire, map, etc.



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- **Habits of Action**

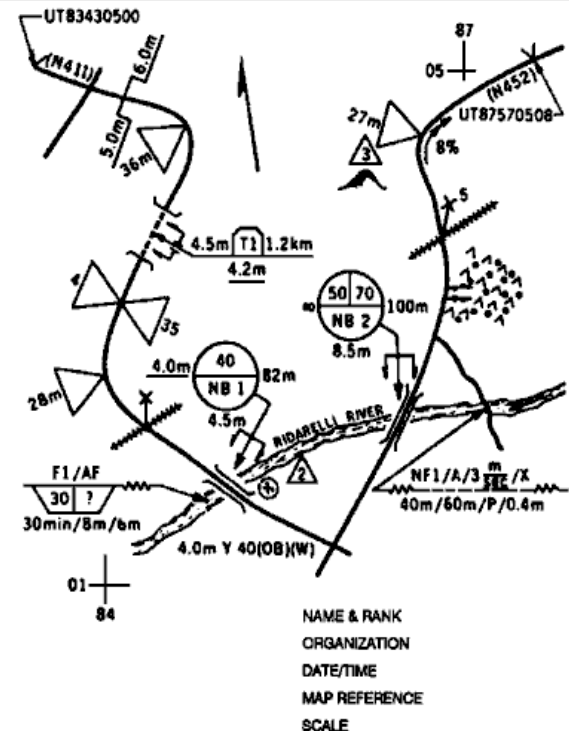
- Protection
- Execution
- Cooperation

Habits of Action

Execution



- Go/No Go Criteria
- Proper Planning
 - Alternate plan/route
 - Designated Driver
 - SOPs, TTPs



NAME & RANK
ORGANIZATION
DATE/TIME
MAP REFERENCE
SCALE

- **Habits of Action**
 - Protection
 - Execution
 - Cooperation



Habits of Action

Cooperation

- Battle Buddies
 - Tactical sense = Common sense
 - Know your buddy
- Strength in numbers
- Reinforcing Fires

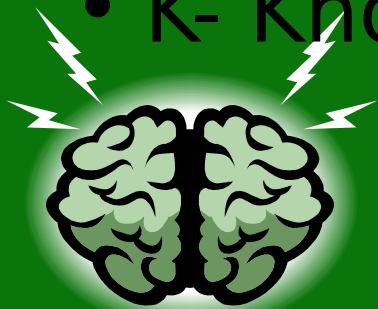


- **Habits of Thought**
 - Training
 - Relative Safety
 - Sound Judgment Game
 - Consequences of Action
 - Experience



T.H.I.N.K.

- T- Think about the risk involved
- H- Have a plan
- I- Initiate the plan
- N- Navigate the risks
- K- Know the consequences



- **Habits of Thought**

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Habits of Thought



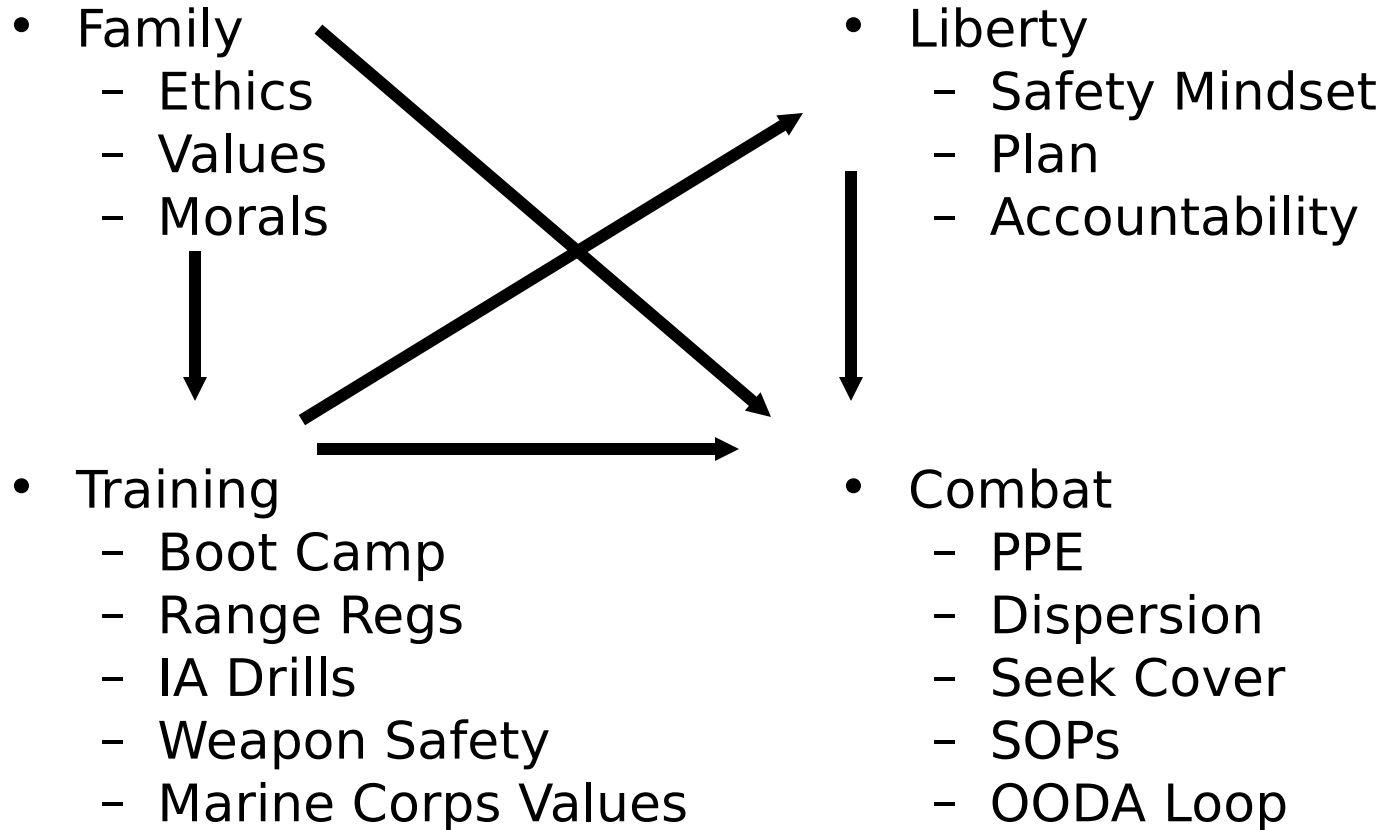
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- **Habits of Thought**

- Training
- Relative Safety
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- Experience

Habits of Thought Training



- **Habits of Thought**
 - Training
 - Relative Safety
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abits of Thought

Relative Safety

- **Can a Marine be safe in combat?**

- Yes, but not always...

- **Risk / Gamble**

- Risk involves a possible recovery; but with a gamble, you can lose everything!

- **Don't be complacent**

- It could cost you your life



- **Habits of Thought**

- Training
- Relative Safety
- Sound Judgment Game
- Consequences of Action
- Experience

Habits of Thought TDG/SJG



- Combat
- Training
- Liberty
- TDG/SJG



- **Habits of Thought**

- Training
- Relative Safety
- Sound Judgment Game
- Consequences of Action
- Experience

Habits of Thought



TDG/SJG



- **Habits of Thought**

- Training
- Relative Safety
- Sound Judgment Game
- Consequences of Action
- Experience

Habits of Thought

Consequences of actions



- **Permanent damage or death due to**
 - Negligence
 - Lack of interest
 - Mental state
- **Legal Ramifications**
 - Non Judicial Punishment (NJP)
 - Court Martial
 - Incarceration (Brig)
- **Being able to make split second decision is based on**
 - Training
 - Using sound judgment
- **The choices we make on LIBERTY will**
 - Affect your life and the lives of others
 - Your family
 - The Marine Corps and
 - The United States Of America



- **Habits of Thought**

- Training
- Relative Safety
- Sound Judgment Game
- Consequences of Action
- Experience

Habits of Thought

Experience



- **Marines take tactical risks to complete the mission, make tactical decisions while on liberty.**
 - Surfer: The benefit outweighs the risks.
- **Bad habits and unnecessary risks while on liberty and in training will follow you into combat.**





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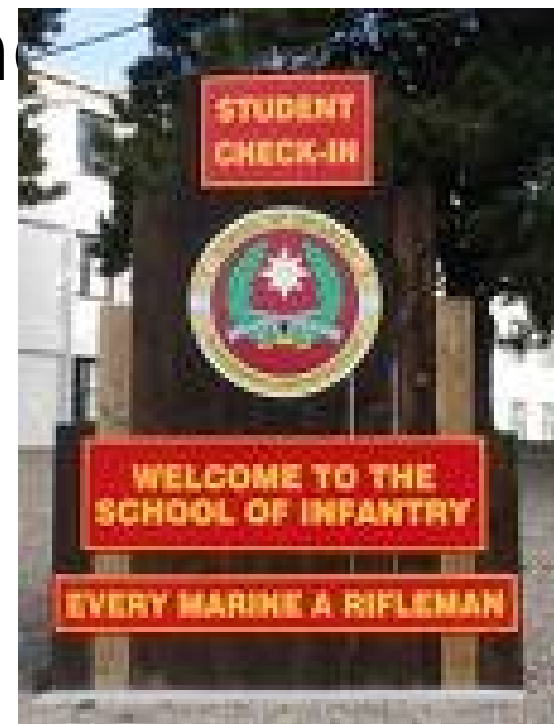
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T.H.I.N.K.



Institute the Safety Policy

- Teach safety at the entry level
- Reinforced during BITS training
- Included in Annual Training



Enforce It!

- Utilize the Liberty Class System.
 - A – Regular Liberty
 - B – Cinderella Liberty
 - C – On Base Cinderella Liberty
 - D – Area/Cinderella Liberty

REMEMBER TO...



T.H.I.N.K.

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